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Search History

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L7	(clear$3 or delet$3 or eras$3) adj5 (memory or buffer)	21423	L7
L6	L5 same (size or dimension or proportion or magnitude)	42	L6
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☐ 1. Document ID: US 6518110 B2

L12: Entry 1 of 15 File: USPT Feb 11, 2003

DOCUMENT-IDENTIFIER: US 6518110 B2
TITLE: Method of fabricating memory cell structure of flash memory having annular floating gate

Brief Summary Text (8):
Flash memories of split gate type can effectively solve the problem of over erase occurring easily in flash memories of stacked gate type. However, the length of the selecting gate part 295 has a certain limit. Leakage current will be generated if its length is reduced. Moreover, it is difficult to align the relative positions of the source 22, the drain 24, the control gate 29, and the floating gate. The lengths of the selecting gate part 295 and the floating gate 25 thus can not be effectively reduced. Additionally, to enhance the efficiencies of writing and erasing data, larger memory cell size is needed to achieve high capacitance coupling ratio. Therefore, the area of memory cell thereof will be large so that integration density of memory cell can not be effectively increased.

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw Desc | Image

☐ 2. Document ID: US 6411552 B1

L12: Entry 2 of 15 File: USPT Jun 25, 2002

DOCUMENT-IDENTIFIER: US 6411552 B1
TITLE: Data processing system, block erasing type memory device and memory medium storing program for controlling memory device

Brief Summary Text (16):
According to a first aspect of the present invention, there is provided data processing system comprising a block erasing type memory device including a plurality of blocks, capable of erasing stored data collectively in units of one block and data processing means for accessing the block erasing type memory device, wherein the data processing means includes a formatting portion connected to the block erasing type memory device for formatting the block erasing type memory device according to formatting information for substantially coinciding the size and position of a cluster as a logical unit of a memory region of the block erasing type memory device with those of integer ones of the blocks, and an access control portion for determining the size and position of the cluster according to the format information and carrying out access control for data erasing, data write-in and data read-out for the block erasing type memory device according to the determined size and position of the cluster.

CLAIMS:

1. A data processing system comprising:

a block erasing type memory device writing in and reading out data using a FAT and

directory method and including a plurality of blocks having a first block including at least one formatting information region, capable of erasing stored data collectively in units of block; and

data processing means for accessing said block erasing type memory device,

wherein said data processing means includes:

control means connected to said block erasing type memory device for formatting said block erasing type memory device according to formatting information for allowing a cluster serving as a logical unit of a memory region of said block erasing type memory device to correspond in size and position with a block or integer ones of said blocks, and

access means for determining the size and position of the cluster according to said format information and carrying out access control for data erasing, data write-in and data read-out for said block erasing type memory device formatted according to the determined size and position of the cluster.

8. A data storage medium storing a program comprising a set of instructions for:

physically erasing stored data of a block erasing type memory device capable of erasing stored data collectively in units of block; and

writing information for allowing a size and position of each of clusters, each serving as a unit of data memory region, to correspond with the size and position of one or integer ones of the blocks into the block erasing type memory device the stored data of which has been erased.

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw Desc | Image

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☐ 3. Document ID: US 6411278 B1

L12: Entry 3 of 15 File: USPT Jun 25, 2002

DOCUMENT-IDENTIFIER: US 6411278 B1
TITLE: Coordinated position control system, coordinate position control method, and computer-readable storage medium containing a computer program for coordinate position controlling recorded thereon

Detailed Description Text (34):
The size of the computed movement vector is compared with a prespecified threshold value (step S202), and when the size of this movement vector is larger than the threshold value (step S203, negative), the direction correcting section 11b determines this movement vector as valid, outputs the movement vector to the coordinate position updating section 11c with a coordinate position of the cursor updated by the coordinate position updating section 11c (step S204), and then the direction correcting section 11b clears a memory for storing accumulated movement vectors therein (step S205).

Detailed Description Text (48):
In contrast, when the size of the accumulated movement vector is larger than the threshold value (step S308, affirmative), the direction correcting section 11b outputs the movement vector to the coordinate position updating section 11c. The coordinate position updating section 11c updates a coordinate position of the cursor (step S304), and also clears the memory provided in the direction correcting section 11b (step S305).

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw Desc | Image

☐ 4. Document ID: US 6401166 B2

L12: Entry 4 of 15 File: USPT Jun 4, 2002

DOCUMENT-IDENTIFIER: US 6401166 B2
TITLE: Data processing system, block erasing type memory device and memory storing program for controlling memory device

Brief Summary Text (16):
According to a first aspect of the present invention, there is provided data processing system comprising a block erasing type memory device including a plurality of blocks, capable of erasing stored data collectively in units of one block and data processing means for accessing the block erasing type memory device, wherein the data processing means includes a formatting portion connected to the block erasing type memory device for formatting the block erasing type memory device according to formatting information for substantially coinciding the size and position of a cluster as a logical unit of a memory region of the block erasing type memory device with those of integer ones of the blocks, and an access control portion for determining the size and position of the cluster according to the format information and carrying out access control for data erasing, data write-in and data read-out for the block erasing type memory device according to the determined size and position of the cluster.

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | KWIC | Draw Desc | Image

☐ 5. Document ID: US 6067382 A

L12: Entry 5 of 15 File: USPT May 23, 2000

DOCUMENT-IDENTIFIER: US 6067382 A
TITLE: Image coding based on the target code length

Detailed Description Text (174):
Prior to the processing, the CPU 1115 initializes an address comparator 222 and MMR encoder 223. Also, the CPU 1115 clears the code buffer 1208. Subsequently, the CPU 1115 inputs the positions and sizes of all the continuous gradation regions from the region information memory 125 to the address comparator 222 via a terminal 220. After that, the CPU 1115 sequentially reads out pixel data of the binary image data from the frame memory 203. If the read pixel data falls outside the continuous gradation region, the address comparator 222 directly outputs an input value. However, if the read pixel data is included in the continuous gradation region, the comparator 222 outputs "0". The output from the address comparator 222 is MMR-encoded by the MMR encoder 223, and is output via a terminal 224. The output code is stored in the code buffer 1208.

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | KWIC | Draw Desc | Image

☐ 6. Document ID: US 5951684 A

L12: Entry 6 of 15 File: USPT Sep 14, 1999

DOCUMENT-IDENTIFIER: US 5951684 A
TITLE: Method of booting a computer system with identifying a CD-ROM disk drive of the system and a method of loading a device driver

Detailed Description Text (10):
In the command, d:.backslash.path represents the path at which the filename.sys file is recorded, and filename.sys is a filename of a device driver to be loaded on the RAM. As shown in FIG. 3, upon entering the command, the launcher program is loaded on the memory (RAM), and the position of the program in the RAM is rearranged (S11). As shown in FIG. 4A, upon entering the command, the launcher program is positioned at the position next to the already loaded programs. In FIG. 4, the reference character "a" represents the area of the device drivers loaded on the RAM when booting the computer system, the reference character "b" represents the area of the launcher program loaded on the RAM, and the reference character "c" represents the empty area of the RAM. As shown in FIG. 4B, the loaded launcher program moves its position to clear 64 KB of memory. This process is performed by copying the launcher program at the position of 64 KB after the position of the already loaded device drivers, and by adding 64 KB to the code segment of the launcher program. The 64 KB is an area for loading a new device driver, and marked as "d" in FIG. 4B. Since the size of general device driver is less than the 64 KB, the 64 KB is enough area for the general device driver. Then the launcher program reads the new device driver, namely, filename.sys which is defined at the above-command (S12), then finds an address of a last device driver which is already loaded on the area "a" of the memory when booting (S13). The filename.sys is memorized in and read from a memory device such as a hard disk driver or a floppy disk driver. Then the launcher program makes a command packet to initialize a strategy routine and an interrupt routine of the new device driver. DOS inherently includes the command packets to initialize device drivers and to generate interrupts for the device drivers, and the device drivers which are loaded on the memory when booting the computer system can utilize the command packets of the DOS. However, when a device driver is loaded on the memory after booting the computer system, the device driver can not utilize the command packet of the DOS. Thus, to properly execute the new device driver on the area "d", a separate command packet should be memorized on the memory with the device driver, and the separate commandpacket should be prepared to coincide with the file attribution of the device driver (S14). An example of the structure of the command packet to initialize the device driver is as follows.

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments KWIC | Draw Desc | Image

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☐ 7. Document ID: US 5708763 A

L12: Entry 7 of 15 File: USPT Jan 13, 1998

DOCUMENT-IDENTIFIER: US 5708763 A
TITLE: Tiling for bit map image

Brief Summary Text (17):
All bit map operations are subdivided to operate on one block of bit map data at a time. A fill area, or a character which is not clipped, or which is clipped only by the limits of the current block, is not rasterized. Instead, its starting position and (for characters, a pointer to) its size and its data are added to the block's display list. To process other operations, a function is called to return the address of the decompressed bit map data for this block. This may involve allocating and erasing a new area of memory or decompressing an existing block, and in order to support a display list, executing and deleting an existing display list.

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments KWIC | Draw Desc | Image

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☐ 8. Document ID: US 5680746 A

L12: Entry 8 of 15 File: USPT Oct 28, 1997

DOCUMENT-IDENTIFIER: US 5680746 A
TITLE: Pick and place system

Detailed Description Text (17):
One can see clearly that buffer area for holding temporarily outputs from singulation tool is obviated. Furthermore, the belt 40 of the present invention is flexible enough to pick up and place packages of different size and configuration as shown in FIGS. 6A to 6C. For small size chip carriers 55 and medium size chip carriers 75, each of the suction cups on the belt 40 can pick up one and place at the appropriate sections of the system. Referring again to FIG. 6C, the present invention can pick up and place large size chip carriers 85 such as the Pin Grid Arrays (PGA) or Ball Grid Arrays (BGA) having more than 400 leads with alternate suctions cups on the belt 40. When rounding the circular perimeters of the rollers 38, tension rollers 42 and 44 as well as the flywheels mounted on drivers 34 and 36, the belt 40 and attached suctions cups 60 can pick up and place a large variety of packages with minimum misalignment. See, for instance, FIG. 7 where the belt and suction cup assembly of the present invention rounds the flywheel of the rollers and drivers at high speed and accuracy. At the same time, the suction cups traverses the pick up position and placing position at high speed.

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | KWIC | Draw Desc | Image

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☐ 9. Document ID: US 5448694 A

L12: Entry 9 of 15 File: USPT Sep 5, 1995

DOCUMENT-IDENTIFIER: US 5448694 A
TITLE: Figure displaying system and figure displaying method using same

Detailed Description Text (21):
(1) The rendering information (e.g., shape, position, size) of the figure (desired to be) erased is saved in a predetermined area of memory.

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | KWIC | Draw Desc | Image

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☐ 10. Document ID: US 5296909 A

L12: Entry 10 of 15 File: USPT Mar 22, 1994

DOCUMENT-IDENTIFIER: US 5296909 A
TITLE: Detector of suspended cables for avionic applications

Brief Summary Text (10):
The performance of such identification systems is very poorly effective in respect of the number of target intercepts and becomes even worse in presence of backgrounds which are targets at the same time. The proposed Automatic Extractor has a very good effectiveness in respect of the target intercept number. Only three intercepts may be sufficient to identify a suspended cable. In addition the Extractor shows a good discrimination against false alarms both distributed (i.e. from generator random noise or from background) and concentrated (i.e. from reflecting continuous backgrounds as buildings, sheets of water etc.) which may be present in the search area. The Automatic Extractor is composed mainly of two parts: the background filter (7) and the chain extractor (8). The first is a fast digital device which, during each scan time, gathers the spatial data (Azimuth, Elevation, Distance) of each intercept, being stimulated by

the optical receiver. The data are converted in a suitable coordinate system and are recorded in a memory called "detection matrix". This matrix contains the data set, related to the actual target status in the search area, gathered by Lidar in a scan time. The matrix is formed by the geometric parameters of the Lidar detection of each point. The background filter finds special correlations between the detections as a function of their relative positions in the geometric cartesian space. The aim is of reducing the influence of reflecting continuous backgrounds of no interest. In particular the above filter excludes from the detection matrix almost all the alarms coming from such backgrounds. To this purpose, when a new detection is stored, the background filter calculates its distance from the already gathered detections (during the actual scan time). All the detections whose distance is less than a given threshold (a few meters) are erased from the memory and the corresponding areas are made available for the collection of further detections. Therefore the filter, besides the effective reduction of the false alarm probability, greatly reduces the memory which stores the data to be used for the successive extraction process. The background effectiveness is greatly influenced by the type of scan. A scan of the Raster type gives the best results. The target status inside the search area referred to the last scan and stored in the detection matrix is transmitted to the chain extractor. Since a laser with a low PRF is used to limit the weight and dimensions of the device, the coverage of the search area is absolutely incomplete. The chain extractor takes advantage of the property of the intercepts generated by a cable. These intercepts are lying on well known curves as straight lines or stretches of catenary while false detections, caused by receiver noise or random background signals, are randomly distributed in space. The operation of the chain extractor may be divided into three phases:

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments KWIC | Draw Desc | Image

☐ 11. Document ID: US 5230062 A

L12: Entry 11 of 15 File: USPT Jul 20, 1993

DOCUMENT-IDENTIFIER: US 5230062 A
TITLE: Data processing apparatus and method for defining size and type of data field

Detailed Description Text (28):
In this state, 15 characters of "X" indicating the character data are shown and provided with the bright underlines Z thereunder. In data in the text memory M1, the character code data comprising 3 words of character like "X" (16 bits/one word, one word each for attributes such as the character size, JIS codes and the escape portion including luminance bits and character modifying information) are included, among which the luminance bit (1 bit) is set to "1". When the bit is "1", the bright underline Z is added to the displayed character and when it is "0", the bright underline Z is erased. In such a manner, the field position definition for the field name "telephone" is temporarily registered. In this state, by operating a character delete key (not shown) so as to delete characters "X" in series in the text in memory T1, the display area can be decreased. When a cancel key is pressed in Step S44, the processing returns to Step S41, and when the other key is pressed it remains in Step S44.

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments KWIC | Draw Desc | Image

☐ 12. Document ID: US 5179649 A

L12: Entry 12 of 15 File: USPT Jan 12, 1993

DOCUMENT-IDENTIFIER: US 5179649 A
TITLE: Method for generating title information entry format and method for filing

images in image filing device

Detailed Description Text (12):
At the time of clearing the image area (at step 501), the CPU 1 clears the memory area for the title information entry format image 14 within the work image memory 10. Next, at the generation of the position judging reference frame (at step 502), the CPU 1 uses the pattern generator 8 to generate the position judging reference frame 15 by combining the straight lines. The position judging reference frame 15 provides coordinates for the title format entry character frame 16, file name 17, first item entry character frame 18, second item entry character frame 19, third item entry character frame 20 and document pages entry character frame 21, respectively, when generating the title information entry format image 14 as previously described. In this embodiment, the position judging reference frame 15 is a rectangular frame including the images of the above-mentioned elements 16 to 21 and an image of the character entry guidance information 22. The upper left point of the position judging reference frame 15 is the coordinate reference point 23. The position of the coordinate reference point 23 and size of the position judging reference frame 15 can be freely set if they meet the requirement that the frame 15 should be a rectangular frame including the images of the elements 16 to 22. In this embodiment, the position of the coordinate reference point 23 and the size of the position judging reference frame 15 are determined so that when the title information entry format image 14 is printed out, the position judging reference frame 15 is positioned about 10 mm inside the format edges.

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments KWIC | Draw Desc | Image

13. Document ID: US 5016192 A

L12: Entry 13 of 15 File: USPT May 14, 1991

DOCUMENT-IDENTIFIER: US 5016192 A
TITLE: Videotex terminal with a memory for storing plural picture frames

Detailed Description Text (12):
If the memory area retrieval unit 15 returns a negative result from its examination of the table memory 13 as to whether the data memory 12 can store further data in consideration of the data size, the memory area retrieval unit 15 controls the display controller 17 to display the menu and a message "OVERFLOW ERROR! SELECT DELETE NO." on the display unit 18 indicative of the disallowance of storing further data in the data memory and that an entry number of data stored in the data memory should be selected to delete old data (step ST-109). Then, the menu and the entry number selected for deletion in the form of a message "DELETE NO. xx?" are displayed on the display unit (step ST-111). The operator presses the Y key 4 upon confirmation of the entry number (step ST-112), or presses the N key 5 if the displayed entry number is incorrect (step ST-113). In response to the Y key 4, the key signal generator 10 controls the data eraser 16 so that data in the data memory 12 with that entry number is deleted, the associated comment in the table memory is deleted and other memory contents are modified, and controls the display controller 17 to remove the comment of that entry number from the screen of the display unit 18. The step ST-112 is followed by the position of the negative decision of ST-101, while the step ST-113 is followed by the top of ST-109.

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments KWIC | Draw Desc | Image

14. Document ID: US 4903077 A

L12: Entry 14 of 15 File: USPT Feb 20, 1990

DOCUMENT-IDENTIFIER: US 4903077 A
TITLE: Electronic copying apparatus with trimming function

Detailed Description Text (18):
Operation key 30.sub.4 serves as trimming designation 75 for setting a trimming function, and operation key 30.sub.8 serves as masking designation key 76 for setting a masking function. Operation key 30.sub.3 serves as trace key 74 for setting a trace function of tracing an erasure area stored in the memory. When the trace function is set by key 74, ON spot light source 131 is moved along the frame of the erasure area in accordance with the erasure area. Operation key 30.sub.2 serves as monitor key 73 for setting a monitor function of monitoring an erasure area stored in the memory. When monitor key 73 (operation key 30.sub.2) is operated, the display content on display 30o is altered as shown in FIG. 12 while key 73 is kept on, so that the positions, number, size, shape, and the like of erasure areas stored in the memory are pattern-displayed.

Detailed Description Text (30):
Upon completion of the recalling operation of the erasure areas to memory 140, the display state on display 30o is altered, as shown in FIG. 11. In this area designation mode, the readout erasure area is confirmed, i.e., whether the position, number, size, shape, and the like of the erasure area read out from storage device 28 coincide with those of the erasure area of an original to be copied is checked in accordance with an operation of monitor key 73 (operation key 30.sub.2) or trace key 74 (operation key 30.sub.3).

☐ 15. Document ID: US 4540985 A

L12: Entry 15 of 15 File: USPT Sep 10, 1985

DOCUMENT-IDENTIFIER: US 4540985 A
TITLE: Angle width discriminator/altitude line detector radar

Detailed Description Paragraph Table (2):
1 Auto-Acq Interrupt Processing. - Upon the occurence of a CCAA interrupt indicate that new data is ready by clearing the data ready flag. D3INTPRC D3DATRDY = 0 Scan Processing. - Called from the interval timer interrupt executive at the 150 Hz rate. D3CCAA If Target reject = 0 Then Decrement the do nothing counter by one but do not decrement to less than zero. and If scan flag = 1 and If Scanning direction is up and If elevation is > 57.degree. Then Reverse direction flag (down) Azimuth ouput = +2.degree. Otherwise direction is down If elevation is < -18.degree. Then Reverse direction flag (up) Azimuth output = -2.degree. Scan the antenna in elevation at 120.degree./sec: EL.sub.n = EL.sub.n-1 (EL.sub.n-1 - EL.sub.n-2) (.83333) + 0.13333 (up) EL.sub.n = EL.sub.n-1 + (EL.sub.n-1 - EL.sub.n-2) (.83333) - 0.13333 (down) Otherwise (Target Reject = 1) If CCAA mode = 3 (Skipover) and If Range Lock = 1 Then the target being tracked is being skipped. Save the current range and angles for use by normal Skipover processing. Skipover Range = Range ELout = Antenna Elevation AZout = Antenna Azimuth Then Use analog output processing to output: Antenna Servo Elevation Antenna Servo Azimuth Target Acquisition Range (Predicted Range) Return to the interrupt executive (E4SRCRTN) directly from the output processing component. 3 Common Processing. - Common Processing is done in all CCAA modes and is entered from the operational executive as part of the search function. D3CCAAEX If Antenna Servo Command (Auto-Acq) = 0 then CCAA has not been selected Return to operation executive (EXECOP) If Antenna Servo Command = 1 then CCAA has been selected. Compute the current antenna gimbal angles. ELEV = ARCTN2 (sin .lambda..sub.e, cos .lambda..sub.e) AZIM = ARCTN2 (sin .lambda..sub.a, cos .lambda..sub.a) Go to CCAA mode processing: 0 - Start-Up D3STRTUP 1 - Target Find (Scanning) D3SCNING 2 - Target Acquisition D3TGTACQ 3 - Range Skipover D3SKPOVR 4 Start-Up Mode. - When CCAA is first selected the mode control component sets the CCAA mode to start-up. The routine is entered from the CCAA common processing. D3STRTUP Stop scanning by setting scan flag to

zero. Scan Flag = 0 If .vertline.ELEV - (-21.degree.).vertline.>2.degree. or .vertline.AZIM -0.degree..vertline.>2.degree. (Not near start position) then send the antenna to start position. EL.sub.out = -21.degree. AZ.sub.out = 0.degree. Return to operational executive (EXECOP) Otherwise (Near start-up position) EL.sub.n = EL.sub.n-1 = -21.degree. (Start scanning at -21.degree. Elevation) Direction = 0 (Start direction is up) Clear Range Blanking Table CCAA Mode = 1 (Target Find) Scan Flag = 1 (Start scan) Return to operational Executive (EXECOP) 5 Target Finding Mode. - This processing is entered from the common processing when not start-up, acquisition or skipover. D3SCNING If EL < -18.degree. or EL > -54.degree. (in turn-around region) and IF AZ.sub.out .noteq. 0 (not first scan) and If HISCLR = 1 (turn-around process already done) then Clear the range gate history buffer. Return to operational executive (EXECOP) Otherwise Search the range gate history table for the first 2 values which appear 5 or more times: First occurance: BLANK Range (1) = Range number Scan counter (1) = 20 Second Occurance: BLANK Range (2) = Range number Scan counter (2) = 4 HISCLR = 1 (turn-around process done) Decrement each end of scan counter by one. Do not decrement to less than zero. If a scan counter is zero clear the cor- responding location in the memory table. The memory table contains values which must be saved for successive scans such as range blanking values. Return to the operational exec. (EXECOP) Otherwise (in valid region or in buffer region) If DATRDY = 0 then Data is ready, increment buffer index. RBUF I = (RBUFI + 1) Modulo 22 RBUFAD = 4 (RBUFI) Compute the maximum detector range as a function of antenna elevation angle input: ELEV > -3.degree. MAXRNG = 30000 FEET -3.degree. > ELEV > -6.degree. MAXRNG = 12000 FEET -6.degree. > ELEV > -9.degree. MAXRNG = 8000 FEET 9.degree. > ELEV > -12.degree. MAXRNG = 6000 FEET ELEV < -12.degree. MAXRNG = 4500 FEET Input the 2 target detector words (32 bits) If Bits 1-8 of 1st word < MAXRNG then get the first detection RBUF (RBUFAD) = Bits 1-8 otherwise RBUF (RBUFAD) = 0 If Bits 9-16 of 1st word < MAXRNG then get the second detection RBUF (RBUFAD + 1) = Bits 9-16 otherwise RBUF (RBUFAD + 1) = 0 If Bits 1-8 of 2nd word < MAXRNG then get the third detection RBUF (RBUFAD + 2) = Bits 1-8 otherwise RBUF (RBUFAD + 2) = 0 If Bits 9-16 of 2nd word < MAXRNG then get the fourth detection RBUF (RBUFAD + 3) = Bits 9-16 otherwise RBUF (RBUFAD + 3) = 0 Set DATRDY = 1 (data has been used) Save antenna and aircraft attitude angles in the angle history buffer. ABUFI = (ABUFI + 1) Modulo 5 (Address) ABUFAD = 12 (ABUFI) ABUF (ABUFAD) = cos (.lambda..sub.e) ABUF (ABUFAD + 1) = sin (.lambda..sub.e) ABUF (ABUFAD + 2) = cos (.lambda..sub.a) ABUF (ABUFAD + 3) = sin (.lambda..sub.a) ABUF (ABUFAD + 4) = cos (2.degree.) ABUF (ABUFAD + 5) = sin (2.degree.) ABUF (ABUFAD + 6) = cos (.phi.) ABUF (ABUFAD + 7) = sin (.phi.) ABUF (ABUFAD + 8) = cos (.theta.) ABUF (ABUFAD + 9) = sin (.theta.) ABUF (ABUFAD + 10) = cos (.psi.) ABUF (ABUFAD + 11) = sin (.psi.) Now determine if the antenna is currently in the valid detection area. If AZ = 0 (1st scan) and If ELEV < -3.degree. then not in valid area (in start buffer region) Return to operational executive (EXECOP) or If AZ .noteq. 0 (not 1st scan) and If scanning up and If ELEV < 0.degree. or EL > 54.degree. then not in valid area. Return to EXECOP (buffer region) or if scanning down and if ELEV < -18.degree. or ELEV > 36.degree. then not in valid area. Return to EXECOP (buffer region) Otherwise Begin the Target Finding Algorithms Step 1 - Check for detection 3 samples ago If RBUF (RBUFI-3) = 0 (no data 3 times ago) then there is no data on which to base search return to operational executive (EXECOP) CHKRNG = RBUF (RBUFI - 3) (range number at T-3) If all 4 values have been checked then return to operational executive (EXECOP) Step 2 - Check for misses since. Compare CHKRNG to the 12 values in the range gate history buffer from samples T-0, T-1, and T-2. If there are any ranges within 1 cell of CHKRNG then Return to step one to examine next T-3 detection Step 3 - Check for misses before. Compare CHKRNG to the 16 values in the range gate history buffer from samples T-7, T-8, T-9, and T-10. If there are any ranges within 1 of CHKRNG then store CHKRNG into the range blanking table and set the corresponding scan counter to 8 and return to step 1. Step 4 - Check for a target that spans 4 samples. Compare CHKRNG to the 4 values in the range gate history buffer from the T-6 sample. If there are any range within 1 cell of CHKRNG then set 4 HIT FLAG = 1 otherwise set 4 HIT the 8 values in the range gate history buffer from the T-4 and T-5 samples. If there are not ranges within 1 of CHKRNG and If 4 HIT FLAG = 1 then Store CHKRNG into the range blanking table and set the corresponding scan counter to eight and return to step 1. otherwise return to Step 1 to examine next T-3 detection If there is only one range within 1 cell of CHKRNG then this is an abnormal sized target. Go to step 6 otherwise there are 2 ranges within 1 cell of CHKRNG If 4 HIT FLAG = 1 then this is an abnormally large target. Go to step 6. otherwise this is a normal target. Go to step 7. Step 6 - The target has an abnormal size - check previous scans data for similar targets. If CHKRNG is within 5 cells of any value in the 4 HIT - 2 HIT table then this is a possible target. Go to step 7 otherwise Insert CHKRNG into the 4 HIT - 2 HIT table for future scans. Initialize the scan counter to 8. Return to step 1. Step 7 - Check to see if this range is blanked.

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